

Swtor mods guide



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I asked in a game last night what the best fashion for adaptive armor would be for the DPS sorcerer, no one could give me a straight answer. They have changed mods it seems only for DPS PvE that all the fashions I need from different types, mods, armor, enhancement ect. Dulfy doesn't have a PvE DPS Guide yet for the sorcerer. Thank you in advance for your help. Updated to patch 4.x. Note: With game update 5.0, the gear endgame no longer works through vendor tokens, making these tables obsolete. Note: All parts of the equipment will give the endurance stat, so it is not listed in the table below. According to Game Update 4.0, mods have protection (tanks) or power (DPS/Heals) as secondary statistics along with skill and endurance. Belts and braces do not have enhancement slots and are thus excluded. The point of this guide is to show that the stats are the default gear provider so you can plan ahead when mine/maxing. To see the recommended best stats for your class, visit our classroom guides. Sith Inquisitor, Jedi Consul, Imperial Agent and Troopers are interchangeable in their classes, so get the best for your class. All basic hands, headphones and implants are interchangeable within this basic class. By 4.0, you can also use the same gear in different classes if it doesn't have a set of bonuses, in which case you would like gears with the right set of bonuses for the appropriate class. Patch 4.0's best in the DPS slot/Healer Enhancements are No. 104 Endurance Mastery, No.116 Power, No. 168 Readiness/Precision/Crete. The top 4.0 in slot tank enhancements are No.104 Endurance, No.116 defense, No.168 Absorption/Shield. At 4.0, all operating gear has the best in slot mods and enhancements, and there are headphones/implants available for any of the tertiary stats you want (so they are no longer included in this table). The absorption transmission is silver, the accuracy is highlighted in yellow, the readiness is highlighted in green, and Crete is highlighted in red. PvE Suppliers Sith Juggernaut / Jedi Guardian Sith Morader / Jedi Sentinel TankWar Leader DPSVindicator in DPSSWeaponmaster's Head Shield Alacrity Alacrity Chest Shield Crete Hands Precision Absorption Precision Foot Absorption Crete Crete Feet Precision so you can mix and match their armorings, along with their mods and enhancements. Sith Killer / Jedi Shadow Sith Sorcerer / Jedi Sage TankSurvivor in DPSSStalker in DPSSForce Masters HealerForce Mystic's Head Shield Alacrity Alacrity Alacrity Chest Shield Crete Crete Alakrity Hands Precision Absorption Precision Crit Legs Absorption Crete Crete Crete Crete Crete Foot Absorption Precision Precision Crit Mainhand Shield Crete Crete Offhand Precision Absorption Precision Sniper / Gunslinger Operative / Scoundrel DPSSField Tech in DPSEnforcer's Head Alacrity Breast Crete Crete Akrity Hands Precision Feet Crete Crete Creta Legs Precision Crete Crete Mainhand Crete Crete Crete Offhand Precision Crit Powertech / Vanguard Mercenary / Commando TankSupercommando in DPSSCombat Tech in DPSEliminator's HealerCombat Medic's Head Shield Alacrity Alacrity Alacrity Chest Crit Crit Alacrity Precision Abso Precision Crit Legs Absorption Crete Crete Legs Precision Absorption Accuracy Of the Crit Mainhand Shield Crete Crete Offhand Precision Absorption Precision Crit PVP Suppliers Sith Juggernaut / Jedi Guardian Sith Maurader / Jedi Sentinel TankWar Leader DPSVindicator's DPSSWeaponmaster's s Absorption of Crete Crete Breast Shield Precision Hands Precision Precision Foot Absorption Crete Crete Feet Precision Precision Mainhand Shield Crete Crete Offhand Shield Precision Sith Killer / Jedi Shadow Sith Sorcerer / Jedi Sage TankSurvivor in DPSSStalker's DPSSForce Master's Precision Crit Shield Chest Crete Precision Alacrity Hands Absorption Crete Precision Precision Foot Precision Accuracy Alacrity Crete Fooths Shield Precision Crete Alacrity Mainhand Shield Crete Precision Crete Offhand Shield Precision Crete Alacrity Sniper / Gunslinger Operational / Scoundrel DPSSField Tech's DPSEnforcer's HEALERField Medic Head Crit Precision Crit Breasts Precision Crit Alacrity Hands Precision Crete Crete Readiness Foot Precision Crete Crete Offhand Precision Crete Alacrity Powertech / Vanguard Mercenary / Commando TankSupercommando's DPSSCombat Tech's HEALERCom Precision Crit Chest Shield Crit Precision Precision Alacrity Hands Absorption Crete Precision Precision Readiness Foot Precision Alacrity Crit Legs Shield Precision Crete Alacrity Mainhand Shield Crit Precision Crete Offhand Shield Precision Crete Precision Critical Readiness This step-by-step Ultimate SWTOR Beginners guide will take you away from creating a character, through your first steps Note! I continue to re-visit and update or add new segments to this guide. If you have any suggestions or place a piece of outdated or incorrect 6.0 information in this article, please let me know! This is a guide for beginner players and maybe some returning veterans who want to catch up with what has changed and how. This article is not strict you have to follow me order because of the sheer number of opportunities that you have in front of you, but you have to use it as a frame to create and move forward. Integrated into this guide you will find a number of videos as well. You don't need to watch all of them. Think of them as a bonus supplement to expand and update your knowledge of what you are reading about. CHARACTER CREATION Fortunately for you, the choices you make during the original character creation process are mostly edited later in the game. You can do this through the Design Center Initial Character Creation Settings, just like any MMORPG. Star Wars Old Republic also offers extensive changes and settings for your own character. Starting with Level 1 or higher based on the status of your account, you'll have a different number of character slots available on the server. When you start creating a character, the first thing you'll see is the following options: Start a new character - starts your adventure from the beginning of the game, level 1 with all the stories unlocked (F2P limitations still apply!) and are available to you explore.Commander's Token - Cartel Market (SWTOR's InGame Store), which allows you to create another character either lv 60 or lv 70 on a new slot (up to 100). This token does not provide access to content you haven't unlocked yet. It just gives you character. Start with lv 60 Character from Knights of the Fallen Empire - creates for you a new character who has all the stories before this extension is blocked by default selection, and you can only play content from KOTFE and new ones. Start the onslaught immediately with a level 70 character. If you start the onslaught, know that some basic default solutions from previous storylines will be made for you. Immediately get lv 70 through Master's Datacron token - allowing any character between lvL 1 and 69 to be immediately increased to lv 70. The token is available for purchase through the InGame Cartel Store for cartel coins or the Galactic Trading Network for credits. The next step is to actually create a character. The first solution here is whether you want to play for the Sith Empire or the Republic. Each faction offers 8 unique classes of 3 disciplines each. Some classes only have 1 role (DPS), while others may be DPS and Healing or DPS and tanks. What you choose depends to a large extent on your preferred style of play the most. Classes and roles on both sides are identical in terms of performance, but have different class stories, missions, animations, gear, and so on. Now we come to the best part - tweaking your looks and choosing a name for your Star Wars-to-Be hero. There are a few buttons at the top of the screen - clicking on them will tell you more background information about the class you have chosen. Which class to choose there are 4 main classes for the Republic and 4 for Empire. Each one has a personal unique story for you to experience, which is 100% free. All basic classes have every 2 advanced classes. You have to choose your advanced class when you start the game. This choice is permanent. In addition, each advanced class has 3 different variants of combat skill, so-called disciplines. Some classes can cause damage and heal, others can cause damage and tank, while some classes can only be damaging to dealers. Disciplines can be switched at any time during the gameplay (except that in combat). I invite you to take a look at SWTOR Beginner's Guide to all classes and disciplines. This article is aimed at very new to SWTOR and MMO players and will help you better Setting up the game, what discipline in general, what style is best for you. The look of the Designer Appearance Designer allows you to change the look of your character in a number of ways, including species, body type, head, scars, skin color and more. It is important to know, however, all this will cost you real life money to accomplish. While the original character creation is 100% free, if you want to change the look of your character to the look of the designer, you will have to pay with the cartel coins. The designer of appearance is available at the cartel bazaar in the navy. You can also purchase and install one in your own galactic fortress. Designer clothes From the moment you create your character, you want it to look cool. It's just inevitable. Looking cool comes not only from your choice of types, hair and face, but mostly from the outfit! In the list of characters you have the opportunity to dress up your character in different outfits and switch them at the touch of a button. At the top of the panel you will see several tabs - the first of these is your actual gear with the stats you want for your character. Next will be the measured tabs - they represent a different number of outfits that you have chosen for your character. Keep in mind, however, only the first Outfit tab is free. The rest you have to unlock with either cartel coins or credits. If you want to know more about Outfit Designer watch my All Elements of the Explained Video UI (this is related in the next section of this guide). It will also show and tell you more about Outfit Designer. USER INTERFACE, MENUS AND KEYBINDS Like any classic MMO game, SWTOR also relies on toolbars, HP bars and different types of windows and menus to provide your character with everything he or she may need for progress and function. Please keep in mind that this is not an in-depth review. It takes a whole different article to describe every little thing about the user interface and Keybinds. Instead, I will rely on the fact that you have at least the easiest experience with MMO or MOBA games. That should be enough. The user interface (UI) in this section I will focus mainly on the user interface. The user interface is all the menus, toolbars and windows you see and/or open manually on the screen. The most important parts are HP Bars with your target's avatar and tool panels with your active abilities. Below you can see a few screenshots of the default user interface the game launches with. Here's what each of the numbers is: Your character's Avatar. Your Debuffs (the same appear on the right side for your purpose). HP and Resource Bars - showing how much life (red) you have left and what resources you have. I open the UI Edit menu, from here you can switch to a different design or create your own. XP Bar, showing your progress to the next level (also shows your Legacy XP and Renewal XP on on cover) SWTOR Main Bar menu now, let me explain very briefly some of the terms I used above. Some classes rely on a specific resource (power/mana/etc) that needs to be built before they can use some of their special abilities. This is what the bar under the red HP bar is for. The mine is currently empty in this image above. Some classes build resources while others are depleted and have to recharge. An important part of HUD is the mini-map as well as the large overlay map. On minimap you can see your current position quickly and easily along with all kinds of useful information such as nearby vendor locations, mailboxes, trainers and so on. You have access to absolutely all menus through the main menu bar, located by default in the top middle of the screen (screenshot to the right of this text). The user interface can be configured and all parts of it can be moved, re-scaled, and edited separately. If you're interested in trying something more advanced and EndGame friendly later, check out my own user interface custom settings. I expanded this section in a self-published article. The massive new SWTOR User Interface Guide is designed to help new players and returning veterans smooth the learning curve and get into the loop as quickly as possible. Keybinding vs. Mouse Tapping This small segment here is basically a personal opinion and what I suggest is it's not 100% what you think or want to do as long as you enjoy your game. Please take this into account while you read. Keybinding is a key aspect to mastering the game, although clicking with your mouse is also fine if you don't push yourself to become a hardcore player. Some roles allow you to click with your mouse, but this tends to take a lot of time and provokes proper placement of user interface elements. For example, when you heal using only a mouse to activate abilities, you want all of your main toolbars to be as close to the group frame as possible. I suggest using groups of abilities or clusters. This allows you to have visually easy access and knowledge of what is where. If you decide to go for Keybinding, the more keys on the keyboard (and mouse) you program, the better. Start with an easy-only core ability only and keep displaying new abilities and features as you gain experience with the game and progress towards EndGame. This segment has been included here because I personally believe that it is harmful to your success to learn keybinding as early as possible, provided of course you start with a clear mind and do not come to the game with already established habits from another MMO. I have a great insightful video review and tutorial for Keybinding in SWTOR: CURRENCIES Currencies Tab 2 universal inGame currencies that you will use all the time, Credits and cartel coins. The rest of the currency for EndGame in SWTOR. You can check back on this section of the guide later when you are close to reaching the cover level. You can track all your yours out of the currency tab in your inventory. The main currencies there are several in-game currencies that you should know about from the beginning. Here are their names along with a short description of which one does that: The most basic currency in Star Wars Old Republic. Earned by looting defeated enemies, as a mission reward and from the sale of items on the Galactic Trade Network. Cartel Coins Cartel Coins is a currency you can purchase with real life money or earn in very scammanal amounts through gameplay (mostly by completing InGame achievements). Cartel coins are used to buy items from the InGame cartel store or to unlock various Legacy privileges for your characters and Legacy. EndGame Currencies Next Currency will be used to outfit your character with EndGame gear and in some cases to equip them with more expensive and rare clothing, armor and/or weapons. Finish the vendor section check at the end of this guide for more information on the topic. Technology Fragments is the new currency introduced in the 6.0 Onslaught update, which you'll use to buy primarily gear worlds, but some other stuff as well. It's the currency of EndGame and can be earned just by playing the game - as a reward from missions, challenges, conquests and more. On the Republic and Empire Fleet (the main center for each faction) you'll find vendors who will be willing to trade you some spoils of war goodies in exchange for Tech Fragments (and often Loans too). Misc Currency lokath Power Shards Earned and used in the lokath Daily Area to purchase various items. If you want to know more, take a look at my in-depth guide to the lokath Daily Missions Guide. Fleet awards can be used to purchase premium items from the fleet's awards provider, or upgrades to your personal spaceship from the Starship Update provider. Both suppliers are located next to the Galactic Trade Market in the Navy. Relics Ossus Currency was added with the 5.10 update. You can get on Ossus, performing daily and weekly missions. It is used to buy jewelry, outfits and other vanity items on the jewelry sellers on Ossus. A token that means your achievement in support of the Light or Dark Side. You can earn during the Victory stage in Dark vs. Light by leveling your team rank (1 token to rank if you sided with the Winning Side) or defeating the unique bosses who appear in the same Victory phase if you side with the losing side. Currency Events These are special tokens that you can earn during a world event such as Casino Chip nightlife tokens. LEVELING UP There are several ways for you to align your character. It's the easiest and fastest during special XP-Boost events such as 2XP events or double awards events. To find out when they can be accessed, The schedule of events is monthly. For regular gameplay events outside of these events, here are 3 most popular and productive ways to enjoy the game and level up to 1 to cover level. Before you start your adventure, take a look at the full Star Wars Old Republic Timeline Events Guide. This will help you find out where and when the game is located and what are the reasons for many InGame stories and events. If you decide to put the alignment process aside and prefer to focus on becoming the best dogfighter in the universe, then this SWTOR Galactic Starfighter Guide for Beginners is exactly what you need! Aligning Strategies Today level in SWTOR is incredibly easy and fast. If you don't think so, you've probably started your adventure recently and don't remember the fight players had to endure, such as sprinting on lv 14, Speeder on lv 25, No XP Stims, No Legacy Perks, No Free Gear, No Sync Level and more. There are a few quick enough ways for you to progress through the levels. I'll describe below some of them and tell you which suggested or not as well as why. If you consider yourself a very casual player and don't care how long it will take you to get to cover level, by all means play the game in Free to Play (F2P) mode or buy something small to get your status upgraded to your preferred. F2P has a lot of limitations in terms of alignment, as well as the EndGame SWTOR aspect. The 6.0 game update allowed Free-to-play players to access the first two SWTOR extensions for free. The uprising of the Hutt cartel and the Shadow of Revan are 100% free for everyone now. This raised the limit for F2P to 60. However, while the alignment of restrictions is not so serious. If you want to keep playing at past level 60, however, you will need to subscribe for 1 month. This will give you access to all the history content from lv 51 to the current last patch. Check out the advanced guide on how to align in SWTOR to learn more about the different ways the game offers you. Here are a few links with more useful information: Level through class story missions is the best way to go on. It's not the fastest, but will show you amazing stories, told with your own eyes and solutions with tons of cinematic cutscenes. The story of the characters is mostly a solo experience. The game allows groups, but for the most part it's about you doing your missions and your buddy doing them. Places are often different and all the mobs you encounter are easy to take off, leaving the second player not to actually speed things up. Stories are also designed for experienced solos. Watch all these long cinematography, enjoy interacting with the rest of the world around and develop your own adventures as you want it to be (with an obvious choice of limitations... this MMO is eventually :P) (In the Mission History class I focus here on the subscriber player going only after personal and unique for his class of purple missions. too, because players don't get extra XP boosts and perks) embodyt embodyt The level through Heroics is probably the best and most boring way to progress towards the level of the cover. If you have a group of friends, it sure is effective and fast, but can seriously affect the entertainment value of the game. The use of the Heroics terminal in the fleet will greatly accelerate the agricultural process. Heroes are 2 or 4 human group quests, but most of them can be solo. These missions can be picked up on the various planets they occur in or through the window of activity. Based on what level of your character, different missions will be visible in both the group and Solo Tabs. Aligning through Flashpoints and/or Warzones is very interesting and interesting, especially if you have a band. It's fast enough, albeit slower than agriculture. For this method to work well, however, you will need up to 3 friends with suitable classes to be able to move from Flashpoint to the next. For Warzones the balance of the group is less important because the commands are 8v8 or 4v4 and are never perfectly balanced in any way, so the absence of a tank or healer is much less important there compared to Flashpoint. During PvP matches each player will be reinforced, so don't think about what outfit you have. My personal recommendation is not to jump into Warzones once they become available. At the earliest level in the lowest bracket, players lack ability. I don't mean that this important skill or that fantastic passive is missing, no, I mean literally lacking the ability to use. Playing 10-15 minutes in PvP with only 2-3 buttons is very boring. Well, yes, it's true that you'll be stuck with the same abilities in PvE as well, but in PvP the lack of abilities is much more noticeable, especially if you have PvP experience from another game to SWTOR. Some of the Flashpoints have a solo mode. These are Flashpoints directly related to the history of the game. You can only launch them with your companion. (embodyt) Flashpoints can be solo or completed with up to gallery_columns gallery_pagesize 4 players or less mates. They are available in a fleet of different NPCs as well as on every planet they are associated with. Warzones are 8v8 or 4v4 team PvP instances of events. The easiest way to get to Flashpoint or Warzone is through the activity window. Level with mixed activities Is by far the best and fastest way to level up. If you have a band run Flashpoints, if you're playing solo, go for a Missions story, if you have a buddy or two, join a few Warzones. The best performance and results here are achieved by completing all your daily quests (find in the fleet) for PvP and Flashpoints, and if you still have to play the same day, go to your personal story. History progression Order Here's an infographic with all the History of

Progression and events in their appropriate order from start the game. It's a bit dated, but so beautifully presented and easy to use without scaling and how crazy that I decided to save it for a 6.0 update to this article as well. Thi was created by L. Melky to update game 3.0. In Game Update 4.0 you have linear chapters of the story about the number 1 to 16 - Knights of the Fallen Empire and Game Update 5.0 continued nine more chapters - Knights of the Eternal Throne. Your choices have vanity, but these 25 chapters are strictly solo experiences and can be repeated as many times as you want. However, only a selection of your first passing on each character will count on the future. After KOTET the story continued with the War for Lokath, which is also known as the Theron story arc among the community. It takes you later across three planets through new flashes of history - Umbara, Copero and Yetema. Update 5.10 Jedi Under Siege begins a new chapter and a new story for your character. Events will be arranged before the ancient world of the Jedi Ossus, where you will meet many old and new friends and enemies. Below is another infographic that shows the full story of progression to the onslaught of foreplay. It was created by Alortania. Gear for the level of What Gear Fashions and how to use them during this guide I mention several times the use of orange shells and mods. Here's a quick description of what these things are actually doing for you and how to get them: Orange shells can be rewards from missoins purchased from suppliers or from GTN, and bought for real life money from the cartel market. They are pieces of gear with 3 or 4 empty slots where you can put mods to enhance your character stats. Fashions for your Gear can be plundered as a random drop from murders, rewards from missions created, purchased from suppliers or in GTN for credits and more. There are 4 different types of mods, each giving you different stats bonuses for your character - Armoring, Mod, Improvement and Augment. When aligning, go to the supply chain in the fleet and check out the suppliers there. They sell fashion cheaply and your best resource for proper gear while you enjoy the history of the game. You can change mods in your gear at Modificatoin Station. You can use one for free in the navy, in the supply chain or you can purchase one ofr your own fortress. Making and increasing never bother crafting gears while aligning or increasing any of your armor pieces. It's expensive for a new player and absolutely pointless. Every 4 or 8 levels are stopped by navy mods and update the fashions in the shells. That's right. Get orange empty shells for all your armor slots (preferably Legacy Bound) and only change mods from time to time. The stats you aspire to (only when aligning) are Crete, power and skill. Don't worry with accuracy and never go the endurance path. In the deed, you are usually much higher than the quest or the original level of the planet, which means level level will be applied to you. If this happens, you don't even need to change the fashion in armor and weapons. Learn more about level synchronization and how it works from my guide to how level synchronization works. In the second half of this guide you can learn more about increasing your Gear for EndGame Character Stats and their meaning there are many different stats your character can improve on. I think it's wrong to focus on all of them early on. It is important to learn the basic ones first and how they affect your character's performance. Mastery: Mastery is an attribute that increases ability in combat and has been introduced with the Knights of the Fallen Empire. All former basic attributes, purpose, cunning, strength, and willpower, are now Mastery.Power: Power attribute increases the power of all your attacks, whether it's power attacks, non-force attack, or even melee attacks. This is a powerful statistic, but does not appear often. Crete: Increases the likelihood of getting critical hits with each type of ability. Precision: A higher accuracy rating increases your chance of getting hit with attacks. Once you reach the impact cover, the accuracy begins to reduce enemy armor or resistance. Ready: Readiness rating is a haste effect. This reduces the duration of the ability channeling and reduces the cooling of abilities that have an activation time of longer than 1.5 seconds. This does not affect abilities that use the default 1.5 seconds of Global Cool-Down, such as instantaneous abilities. Armor: Armor Rating (AR) or Armor is a character statistic that reduces energy damage and kinetic damage from an attack that hits the target. This should not be confused with the value of the booking rating assigned to a separate item. The armor rating is determined by the amount of Armor values, not the rating value, from all the items equipped to the character. Absorption: Increases the strength of your shield, allowing it to absorb more damage. Defense Rating: Increases the strength of your shield, allowing it to absorb more damage. Shield: Increases the chance for your shield to become active during an attack. Each item has a rating and a level of quality. They are both clearly stated at the very top of the pop-up information item. The higher they are, the better the statistics this item will provide you with. Satellites During the original class storylines, several characters will be able to come on board and travel with you through the galaxy. Each of these associates will have their own customized storylines that you can choose to explore through conversations. As you explore their background you will see more about where they came from, meet their own friends and family, and even battle together against their own personal enemies. There are also several special mates to unlock through various inGame missions and rewards. They will be shown in tab and you'll be able to even up the effect you have on them (special stats). This item contains a minor spoiler story! After a certain point in the history of history your current comrades will be lost. After the events of the Knights of the Fallen Empire you will have to find, collect and rediscover most of your comrades along with the new ones. To find out how to dial them back, check out the SWTOR Associates List of Statuses I'm constantly updated with. Upgrading and equipping mates Once you collect your companions and start adventures around the galaxy, you may find that some satellites may use a new look or need new equipment to match their unique personality and style. Although they are effective and capable fighters in combat regardless of equipment, there are a number of options to change everything from armor and weapons to their appearance. Many satellites will give you the ability to choose your armor and weapons, assuming that they have the necessary skills to do so. To change your equipment, open a sheet of characters in the game you can click on the companion tab. You can then drag and dump any equipment from the inventory into the appropriate hardware slot. Companion suppliers are scattered throughout the galaxy and will have tokens that will change the appearance of some companions. These changes can be different paint work for droids or even a change in the race and hairstyle of humanoid companions. You can upgrade your companion's skills and performance by giving them gifts or sending them on mission crew skills. Gifts can be obtained as accidental mining, mission rewards or purchased from a special supplier in the navy - in the Galactic Trade Market section. Below is a list of what your companions will love and FAVORITE to have as a gift from you. The original source for this chart can be found here. The best choice companion for you My personal recommendation is to use a healing companion if you play a DPS character and DPS companion if you play as a healer or tank. There is no preparing mates anymore (note to returning veterans :P). This can help speed up your gameplay if you choose to disable the CC channel of your companion's ability (it's always the last one in their bar). Remember what it said here, like everyone on the whole page, it's a suggestion. If you prefer to have a DPS companion to your DPS character, that's fine. For good or evil, the alignment process is so simple that almost everything is in order. Crew Skills and Kraft Professions Until you get a small army of violas on your side or good friends to provide you with resources you can forget about being even remotely close to self-sufficient in crafting and commanding crew skills. With what is said, there are several ways for you to make a good profit from choosing the right Crew Skills for the right level and EndGame priority. Source: louisbertini.wordpress.com below you will find all the skills of the crew ordered by type and with a brief description of the knowledge friendly. Skills Review of Archaeology - The ability to look for infused items like a lightsaber sword and ancient artifacts and best combined with Artifice or Synthweaving.Bioanalysis - the practice of collecting genetic material from creatures and plants and best combined with Biochem.Scavenging - the art of restoring useful materials and parts from old or damaged technologies, and the elements obtained from cleaning are very useful for Armormech, Cybertech and Armstech.Slicing - the skill in accessing secure computer systems and by far is the best skill of making money and can be used with Cybertech. Crafting Skills Overview Armormech - the ability to work with heavy metals and electronic shielding to create all types of personal armorArmstech - the ability to build blasters, blaster rifles and upgradesArtite - delicate work to create artifacts of Jedi and SithBiochem - engineering performance-enhancing chemical serums and biological implantsCybertech - technical expertise to create gadgets and components which are imbued with the power of quality Mission Skills Review diplomacy - the art of conducting and managing negotiationsConcey - the ability to study evidence and the following clues to discover valuable secrets Of Treasure Hunt - the ability to track and recover valuable items by exploring a number of keyendworld trading - experience in the trade in illicit goods and services Best Crew Skills My personal favorite This combo will give you a decent amount of Styms, adrenal glands and even implants (not that but still...). Another possible approach is to pick up 3 collecting skills. If you want to prepare for the future with craft materials, go for bioanalysis, archaeology and cleaning. I only recommend this if you decide to level through the main history class of Missoins. Doing Flashpoints and/or PvP will solely isolate you from the planets where these resources can be found. The deconstruction of the element Deconstruction serves two purposes: to learn a higher level of the diagram - the study of a higher-level scheme for the element is not guaranteed. It depends on the influence of your companion, who is tasked with the work. To get the materials you need for something else - Sometimes you'll create more items than you need to use, other times you may need to make specific items that you want RE in order to get a special craft material that can't be found anywhere else in the game. In the top left corner of the inventory there is a small icon/button that looks like a dismantled lightsaber handle. Clicking on it with the left button will open a new smaller window where you can place all the items you want to deconstruct. When you are done, a range of craft materials and Tech Fragments will be placed in your inventory. If the item you want to deconstruct can give better schematically, it will be written in a pop-up description. If an item can be investigated, it can give a higher level of diagram (a better element of the same type, with higher statistics). If not, you'll still get crafting materials, but nothing else. LEARN MORE - SWTOR Beginners' Guide to Crew Skills and Kraft GEARING UP AND ENDGAME Congratulations, my friend! You are done with all the low level content and are ready to take your first steps into the wider world. Endgame is just around the corner. First, there are a few things you should consider in terms of final preparation. Preparation is important to note that this beginner friendly guide leaves many details unspeakable and inexplicable. If I try to throw all the information at once, you will probably feel completely lost. On this topic I will be very short and accurate. If you want to play EndGame, you have to be a subscriber. There is simply no way around it. Most of the content is blocked for preferred and F2P players, and parts that are not completely blocked are very limited. Legacy Related Gear First, make sure you use Legacy Bound orange gear shells where you'd put all your fashion and add-ons. If you don't like the look of what Legacy Set is available to you at the moment, you can always fix your look with a SWTOR look designer tool. The onslaught and update of 6.0 made all the elements of the gear and mods of Legacy connected. This means that you can now mail both the right and the left side of your character's equipment. Increasing your gear to increase your gear to the level of the cap will provide you with the best profit at the lowest price. Supplements are also divided into levels and levels, so I suggested you stay away from increasing your gear until reaching cover level. The eternal questions What do I need? and Which add-ons are best to customize for my class? cannot be answered constantly. There are too many variables included, the most important of which is your current gear and balance stats. I have a number of class guides with perfect stats for each gear level. You can use these recommendations to prepare for EndGame. In an effort to reach the recommended values, consider designing or buying a larger increase in each type. This will allow you to switch them around after you purchase a new piece of gear. For example, if your stats are balanced and you acquire a new precision heavy earpiece that will throw the accuracy of the stat above 110%, swap out 1-2 precision add-ons with The Cretas/Ready ones and balance the stats again to be as close as the proposed value ideas according to your class and role. I've expanded the theme of add-ons and their meaning on a separate in-depth guide: LEARN MORE SWTOR Augments Guide: Everything you need to know getting EndGame Gear is the longest and by far the most interesting (or it can be annoying, based on your own mind set purpose) part for any EndGame raider. Where to start? Simple! I mean, it's not easy to find out where that is, how, I mean, you have to start just. Don't jump straight into the deep waters. Level 75 end of the gear game starts with a point rating of 268 to a point rating of 306. There are many levels between them. To complete the Onslaught story you will get a full set of IR 268 gears for your character. Item Rating is an internal gaming system that determines how powerful a piece of gear or gear mod is compared to the rest of the currently available gear pieces and sets in the game. It gives numerical value to each part based on its rarity and the statistics it provided. Let's look at possible ways for you to tackle: Gearing from PvE If you chose a method of alignment involving Flashpoints, you've done some or all of them already in their story mode (Bloware calls it Veteran Mode now). This will allow you to have a smoother and easier transition to hard mode (Master Mode after 5.0). If you don't have previous experience with SWTOR or at least another MMO, I suggest you start with simpler content first - Veteran Mode Flashpoints and Story Mode Rebellion, as well as story mode operations. Daily Heroics, Uprisings, Flashpoints - It's actually really for PvP and PvE. Running Warzones, Heroics, Flashpoints and Rebellion rewards you with a fairly random loot that is still tied to your class and specs. If you go through content in its higher difficulty modes, you'll earn better loot falls at a faster pace, but the higher difficulty is often equal to a higher task and requires more player experience and better gear. I have quite a few guides on everyday areas, rebellions and flashpoints.Operations - By far the best method for treatment. The operations are pretty simple in Story mode. The only real problem might be if you play as a tank because someone would have to explain to you the basic mechanics of the boss before each meeting. However, it doesn't take long, and in most cases you'll be able to pick things up on the go (I said the mechanics in SM are easy and simple? too many times already? For maximum effect, be sure to always have a weekly quest for the operation you're about to run (pick it up in the Navy) and try to look for a group to do a daily operation on the Finder group for an extra reward. However, note that the Finder Group for operations is mostly empty and no one is queuing there on their own. Teams are usually formed through shared (or private) chats on fleets, and once all slots are filled, the whole group comes together. Check out my list of all the SWTOR Operations ordered by Difficulty.Galactic Renown - the gambling aspect involved heavily in Transmission method. As you get renown levels, you get crate with random rewards in it. Among them may be a part of the gears with statistics at the level or slightly above the current level of transmissions (Ranking items). Note to Players: Galactic Fame is a new version of the Galactic Command. The levels are now purely cosmetic and you get rewards based on your character's current IR and transmission progression rather than the level of Renown you are at the moment. The action window will be your close friend, playing with random players. It can also be used to pick up and complete solo missions. Gearing from PvP If you decide to participate only in Warzones and Arenas, it's fine. Remind yourself to visit the PvP quest terminal in the Navy and pick up daily and weekly quests every time they reset (weekly quests reset on Tuesdays). Players participating in Warzones get support. This is a positive effect to balance (but not quite equally) oriented players and beginners. Check out the SWTOR Pvp EndGame Guide to learn all about the game's available mods and how to prepare for a competitive gaming environment in the game! Gearing Priority I mentioned at the beginning that for the most part - it's hard or impossible to predict which piece of gear you'll get next. For the most part, the transmissions will be random. You will have to prioritize IR (Item Rating) of each gear item or mod you will get above the stats and bonuses it provides. When the vertical progression ends, the horizontal begins. With the 6.0 update BioWare has added a wide variety of gear pieces, armor kits and a set of bonuses. The inclusion of tactical elements and amplifiers makes balancing and optimizing your equipment harder and slower. Vertical progression is quite short, but horizontal will take a lot of your game time and your money. The most important elements for DPS and Healing roles are always the main hand and out of hand. If you can, do your best to get them first. They are also usually the most expensive. The rest on both the left and right sides provide an equal improvement in statistics ... except for the wrist and waist. They have one mod slot smaller, which means they provide less total statistics. So it will make them last on the list of priorities. The best slot gear tanks are a little more contested, but I would go for the relic first because they can be the savior of life. Tanks don't care about dishing out more DPS and any of the regular items on their bodies will provide equally important upgrades. There's one more thing to consider and I've mentioned it before, but will do it again - balancing stats while getting ready doesn't matter. Don't prioritize the statistical pools and the balance of statistics during vertical progression. The game decides which outfit to give up for you from the completed content or rob boxes based on the current IR, that's why until you've finished the vertical progression you shouldn't pay too much attention to what fashion and that you use in gear slots. Obviously! I would recommend you keep your specs true at least. Do not unpack the tank equipment on the character of the DPS. Parts of the gears in your inventory usually have a green arrow indicating that this item is an item Powerful than the one you are currently slotting into your character's gear sheet. Note that they can several times (often, in fact) be wrong. I'm sure BioWare will eventually work it out and teach the system to better recognize and compare elements and fashion, but it's always best not to blindly believe in this green arrow. It is also worth noting that the content of Level 75 and the contents of the sub-75 offer a different approach to transmission. This means that for some classes it will be more advantageous to have one set of relics for level 70 and another for 75. This topic is widely discussed in the individual SWTOR 6.0 Class Guides here, on VULK.com Video below will show you the newly developed third party tool for SWTOR - Charplanner. I have a review of it too, which is well worth checking out before you start using it. Last but not least - let me remind you that, as with (almost) any other MMO on the market, SWTOR also rewards you with better doing harder content. When you complete Master Mode Flashpoint, you'll get better rewards from it than what you get for it in Veterans mode or history. Suppliers there are several suppliers in the fleet, in the supply section (on the outer circle), which can be used as a means of secondary transfer method. Why secondary, because they sell goods at fairly high prices - both for fragments and credits. In addition to regular Spoils military supplier and armor kits suppliers, a special-only weekend merchant will appear in the Navy and offer you reduced prices for randomly selected items - Kai Sikken is his name and it is also in the Supply section. An example of one of the suppliers of fleet armor kits and their offers. If you check my SWTOR 6.0 armor kits and how to get their guide, you can read more information about these armor sets and conquest vendors. To get a complete picture of how the vertical and horizontal aspects of the transfer process work at level 75, check out the full SWTOR EndGame Gearing Guide to Level 75. ADDITIONAL SOURCE FOR BEGINNERS Here are a few additional sources that you can take a look at more information related to your level and gear in Star Wars Old Republic: The best way to stay in touch with my latest updates, guides, tutorials and news posts to subscribe to my YouTube channel and weekly newsletter. So... How about finishing it with JOKE? - How long will it take me to get an lv 1 character to 75 and fully gear it? - Probably not as long as it took Vulk to write this guide ... This SWTOR beginner's guide is the most extensive article about the game I've written to date. It mentions a ton of other guides that expand to the basics explained here. I hope you What you were looking for when you cam here! In here! In here! swtor mods guide 6.0

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